TYPHOON OF STEEL

BRIEFING MANUAL

STRATEGIC SIMULATIONS, INC.

TYPHOON OF STEEL Briefing Manual: Introduction

This manual provides technical information useful in playing a game of TYPHOON OF STEEL. The majority of this manual consists of the unit data charts and the weapons chart. In addition, there are some formation composition charts, two sample organizational charts, the terrain effects charts, and the scenario notes.

INTRODUCTION TO THE UNIT DATA CHARTS AND THE WEAPON CHART:

The following charts contain much information which is helpful in playing TYPHOON OF STEEL The following charts are broken down into two main groups: the five unit data charts and a weapons chart. The unit data charts set forth all necessary information about the units except for the information about the combat weapons that they carry. This information is contained in the weapons chart.

By using the editing feature of TYPHOON OF STEEL, you can change the unit type for any unit which the computer gives you. In the scenarios you can also change the weapons that each unit carries. The information you need to do this is contained in the following charts.

There are five unit charts used in the game, and the one you are using depends on the nationality of your force. All unit charts use the same weapons chart. Some weapons, however, appear only on certain fronts; this information is given on the weapons chart.

UNIT DATA CHARTS:

The following column headings are used on the unit data charts:

NO.: This is the number to be entered for unit type when editing your units.

NAME: The name of the unit.

SIZE: The silhouette size of a vehicle unit

SPD: The maximum speed of the unit.

CRW: The number of men in a vehicle's crew.

1st SHOT: The unit's first shot rating.

CLS: The class of the unit.

RDO: The percentage chance that the unit will have a radio.

TG: A vehicle unit's turret or upper hull gun(s).

HG: A vehicle unit's hull gun(s).

FT: A vehicle unit's front turret/upper hull armor.

FH: A vehicle unit's front hull armor.

ST: A vehicle unit's side turret/upper hull armor.

SH: A vehicle unit's side hull armor.

TP: A vehicle unit's top armor. *IMPORTANT:* For nonvehicle units, this number is the number of transportation points needed to carry the unit. A cost of 99 means the unit cannot be carried.

1ST YR: The first time period that the unit is available.*

LST YR: The last time period that the unit is available.

COST: The cost of the unit.

*Note: Even though the first available period in TYPHOON OF STEEL is early 42, earlier periods may be designated for those nationalities which also appear in PANZER STRIKE!

AMERICAN UNIT DATA

NO.	NAME	SIZE	SPD	CRW	1st SHOT	CLS	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	1ST YR	LST YR	COST
1	M3 STUART	3	18	4	10	TANK	90	37L53	TMG	TMG	TMG	4	4	4	3	3	E42	L44	11
2	M5 STUART	3	17	4	10	TANK	90	37L53	TMG	TMG	TMG	6	6	4	3	3	E43	45	9
3	M24 CHFFEE	4	22	5	10	TANK	90	75L38	50 CAL	TMG	TMG	5	5	3	3	3	45	45	13
4	M3 LEE	5	13	6	10	TANK	90	37L53	TMG	75L31/M2	TMG	8	8	6	4	4	E42	L43	11
5	M4A1 SHRMN	5	13	5	10	TANK	90	75L38	50 CAL	TMG	TMG	8	11	6	4	4	E43	45	11
6	M4A3 SHRMN	5	15	5	10	TANK	90	75L38	50 CAL	TMG	TMG	8	11	6	4	4	L43	45	11
7	M4E8 SHRMN	5	15	5	10	TANK	90	76L54	50 CAL	TMG	TMG	9	12	6	5	4	L44	45	12
8	M4E2 JUMBO	5	12	5	10	TANK	90	76L54	50 CAL	TMG	TMG	16	18	12	9	4	L44	45	20
9	T26 PRSHNG	5	13	5	10	TANK	90	90L50	50 CAL	TMG	TMG	16	18	9	9	5	45	45	26
10	M10 GMC	4	15	5	15	TANK	90	76L54	50 CAL	-	-	8	10	5	5	0	E43	45	12
11	M18 HELLCT	4	25	5	15	TANK	90	76L54	50 CAL	-	-	3	3	2	2	0	L44	45	12
12	M36 GMC	4	15	5	15	TANK	90	90L50	50 CAL	-	-	8	10	5	5	0	L44	45	14
13	SHRMN FT	5	13	5	10	TANK	90	75L38	50 CAL	FLMTHW	TMG	8	11	6	4	4	L43	45	20
14	CALLIOPE	5	13	5	10	ARTY	90	4.6RKT	4.6RKT	4.6RKT	4.6RKT	8	11	6	4	4	L43	45	20
15	SHRMN DZR	5	13	5	10	TANK	90	75L38	50 CAL	TMG	-	8	20	6	4	4	E43	45	13
16	SHRMN 105	5	15	5	5	TANK	90	105L30	50 CAL	TMG	TMG	8	11	6	4	4	L44	45	13
17	M7 PRIEST	4	14	4	10	AG	90	105 FH	50 CAL	-	-	2	3	1	1	0	L42	45	9
18	M12 GMC	4	14	6	5	AG	90	155 FH	-	-	-	1	3	1	1	0	L44	45	15
19	M8 GRYHND	3	20	4	15	AC	90	37L53	50 CAL	TMG	-	2	2	1	1	0	E43	45	9
20	M20 SCOUT	3	20	3	20	AC	90	50 CAL	TMG	-	-	1	1	1	1	0	E42	45	7
21	BUFFALO	4	12	4	20	HVY VEH	90	50 CAL	TMG	TMG	-	1	1	1	1	0	L44	45	8
22	WEASEL	3	15	4	20	MDM VEH	90	50 CAL	TMG	-	-	1	1	1	1	0	L43	45	6
23	DUKW	3	10	4	20	HVY VEH	90	50 CAL	-	-	-	0	1	0	0	0	E43	45	7
24	M3-HT	3	18	3	20	MDM VEH	90	TMG	-	-	-	1	1	1	1	0	E42	45	4
25	7 ½ TON	5	12	2	0	HVY VEH	90	-	-	-	-	0	0	0	0	0	E42	45	3
26	1 ½ TON	4	14	2	0	MDM VEH	50	-	-	-	-	0	0	0	0	0	E42	45	2
27	2 ½ TON	4	14	2	0	HVY VEH	50	-	-	-	-	0	0	0	0	0	E42	45	2

AMERICAN UNIT DATA (CONTINUED)

NO.	NAME	SIZE	SPD	CRW	1st SHOT	CLS	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	1ST YR	LST YR	COST
28	37AT GUN	1	0	4	20	GUN	80	37L53	SA RFL	-	-	0	0	0	0	10	E42	45	4
29	57AT GUN	1	0	5	20	GUN	80	57L18	SA RFL	-	-	0	0	0	0	10	L43	45	6
30	76AT GUN	1	0	5	15	GUN	80	76L54	SA RFL	-	-	0	0	0	0	10	E44	45	8
31	90AT GUN	2	0	8	15	GUN	80	90L50	SA RFL	-	-	0	0	0	0	15	L44	45	11
32	75 HOW	1	0	6	15	GUN	80	75 FH	SA RFL	-	-	0	0	0	0	10	E42	45	5
33	105 HOW	2	0	8	10	GUN	80	105 FH	SA RFL	-	-	0	0	0	0	15	E42	45	9
34	155 HOW	2	0	12	5	GUN	80	155 FH	SA RFL	-	-	0	0	0	0	15	E42	45	12
35	60 MORTAR	1	3	2	10	MORT	50	60MOR	SA RFL	-	-	0	0	0	0	2	E42	45	2
36	81 MORTAR	1	3	3	10	MORT	50	81MOR	SA RFL	-	-	0	0	0	0	3	E42	45	3
37	4.2" MORTAR	1	2	5	5	MORT	50	4.2MOR	SA RFL	-	-	0	0	0	0	5	L43	45	5
38	MEDIUM MG	1	4	2	20	INF	25	MMG	SA RFL	-	-	0	0	0	0	2	E42	45	2
39	HEAVY MG	1	3	3	20	INF	25	HMG	SA RFL	-	-	0	0	0	0	3	E42	45	2
40	50 CAL	1	3	3	20	INF	25	50 CAL	SA RFL	-	-	0	0	0	0	3	E42	45	2
41	RIFLE SQD	1	6	12	22	INF	25	SA RFL	BAR	-	-	0	0	0	0	10	E42	L43	2
42	RIFLE SQD	1	6	12	22	INF	25	SA RFL	BAR	BAR	BAZ	0	0	0	0	10	E44	45	3
43	SMG SQD	1	6	12	23	INF	25	SMG	BAR	-	-	0	0	0	0	10	E42	L43	2
44	SMG SQD	1	6	12	23	INF	25	SMG	BAR	GREN LNCH	BAZ	0	0	0	0	10	E44	45	3
45	ENG SQD	1	6	12	22	INF	25	SA RFL	BAR	FLMTHW	DEM CHG	0	0	0	0	10	E42	45	4
46	ENG SQD	1	6	13	22	INF	25	SA RFL	FLMTHW	FLMTHW	DEM CHG	0	0	0	0	10	E42	45	5
47	LGHT ART	1	0	32	5	ARTY	90	75 FH	75 FH	75 FH	75 FH	0	0	0	0	99	E42	45	10
48	MDM ART	2	0	40	5	ARTY	90	105 FH	105 FH	105 FH	105 FH	0	0	0	0	99	E42	45	15
49	HVY ART	3	0	48	5	ARTY	90	155 FH	155 FH	155 FH	155 FH	0	0	0	0	99	E42	45	20
50	5" SUPPORT	3	0	99	5	ARTY	99	5" GUN	5" GUN	5" GUN	5" GUN	0	0	0	0	99	E42	45	15
51	8" SUPPORT	4	0	99	5	ARTY	99	8" GUN	8" GUN	8" GUN	8" GUN	0	0	0	0	99	E42	45	20
52	16" SUPPORT	5	0	99	5	ARTY	99	16" GUN	16" GUN	16" GUN	16" GUN	0	0	0	0	99	E42	45	30
53	BAZ TM	1	6	2	20	INF	25	BAZ	SA RFL	-	-	0	0	0	0	2	L43	45	1
54	MAR SQD	1	6	13	22	INF	25	SA RFL	BAR	-	-	0	0	0	0	10	E42	E43	2
55	MAR SQD	1	6	13	22	INF	25	SA RFL	BAR	BAR	BAR	0	0	0	0	10	L43	45	3
56	M3 SATAN	3	18	4	10	TANK	90	FLMTHW	TMG	-	-	4	4	4	3	3	L44	45	13

NO.	NAME	SIZE	SPD	CRW	1st SHOT	CLS	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	1ST YR	LST YR	COST
57	SHERMAN DD	5	10	5	10	TANK	90	75L38	50 CAL	TMG	TMG	8	10	6	4	4	E44	45	9
58	SHRMN CRAB	5	10	5	10	TANK	90	75L38	50 CAL	TMG	-	8	10	6	4	4	L44	45	9
59	M3-MG	3	18	3	20	MDM VEH	90	50 CAL	TMG	TMG	-	1	1	1	1	0	L42	45	6
60	M15-A1	3	18	4	20	MDM VEH	90	37AA	50 CAL	50 CAL	-	1	1	1	1	0	E42	45	5
61	M16-HT	3	18	4	20	MDM VEH	90	50 CAL	50 CAL	50 CAL	50 CAL	1	1	1	1	0	E44	45	5
62	M19-HT	3	18	4	20	MDM VEH	90	50 CAL	40AA	40AA	-	1	1	1	1	0	L44	45	6
63	JEEP	2	24	2	20	MDM VEH	90	50 CAL	-	-	-	0	1	0	0	0	E42	45	2
64	POA-CWS-H1	5	15	5	10	TANK	90	FLMTHW	50 CAL	TMG	-	8	11	6	4	4	45	45	16
70	NG EMPLCMT	2	0	20	10	PILL	90	5" GUN	-	-	-	20	20	20	20	99	E42	45	20

JAPANESE UNIT DATA

NO.	NAME	SIZE	SPD	CRW	1st SHOT	CLS	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	1ST YR	LST YR	COST
1	TYPE 92	3	15	2	15	TANK	10	TMG	-	-	-	1	1	1	1	1	E42	L42	8
2	94 HO-GO	3	16	2	15	TANK	10	TMG	-	-	-	1	1	1	1	1	E42	L42	9
3	97 TE-KE	3	16	2	5	TANK	10	37L33	-	-	-	1	1	1	1	1	E42	45	11
4	95 HA-GO	3	15	3	10	TANK	10	37L33	TMG	TMG	-	1	1	1	1	1	E42	45	12
5	89 KO	4	10	4	10	TANK	10	57L17	TMG	TMG	-	2	2	1	1	1	E42	L42	12
6	97 CHI-HA	4	16	4	10	TANK	10	57L18	-	TMG	-	3	3	2	2	1	E42	45	13
7	97 CHI-HE	4	14	5	10	TANK	10	47L53	TMG	TMG	-	5	5	3	3	1	L42	45	14
8	2 KA-MI	4	14	6	10	TANK	10	57L17	TMG	TMG	-	1	1	1	1	1	E42	45	13
9	3 KA-CHI	4	12	7	10	TANK	10	47L53	TMG	TMG	-	5	5	3	3	1	E43	45	14
10	92 OSAKA	4	20	4	20	AC	10	TMG	TMG	-	-	1	1	1	1	1	E42	45	8
11	93 SUMIDA	4	18	4	20	AC	10	TMG	TMG	-	-	1	1	1	1	1	E42	45	8
12	LGHT TRCK	3	12	2	0	MDM VEH	10	-	-	-	-	0	0	0	0	0	E42	45	2
13	MDM TRCK	4	11	2	0	HVY VEH	10	-	-	-	-	0	0	0	0	0	E42	45	2
14	20AT GUN	1	0	2	15	GUN	10	20L55	RIFLE	-	-	0	0	0	0	5	E42	45	3

JAPANESE UNIT DATA (CONTINUED)

NO.	NAME	SIZE	SPD	CRW	1st SHOT	CLS	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	1ST YR	LST YR	COST
15	37AT GUN	1	0	3	15	GUN	10	37L33	RIFLE	-	-	0	0	0	0	10	E42	45	4
16	47AT GUN	1	0	4	15	GUN	10	47L53	RIFLE	-	-	0	0	0	0	10	E42	45	5
17	75IG	1	0	5	15	GUN	10	75L10	RIFLE	-	-	0	0	0	0	3	E42	45	4
18	70 MORTAR	1	3	3	20	MORT	10	70 MOR	RIFLE	-	-	0	0	0	0	3	E42	45	3
19	90 MORTAR	1	2	4	15	MORT	10	90 MOR	RIFLE	-	-	0	0	0	0	5	E42	45	4
20	MEDIUM MG	1	4	2	21	INF	10	MMG	RIFLE	-	-	0	0	0	0	2	E42	45	2
21	INF SQD	1	6	13	21	INF	10	RIFLE	LMG	-	-	0	0	0	0	10	E42	45	3
22	INF SQD	1	6	13	20	INF	10	RIFLE	GRN LCH	GRN LCH	GRN LCH	0	0	0	0	10	E42	45	3
23	RNG SQD	1	6	10	21	INF	10	RIFLE	LMG	DEM CHG	FLMTHW	0	0	0	0	10	E42	45	5
24	INF AT	1	6	1	20	INF	10	POLE MINE	-	-	-	0	0	0	0	1	L44	45	1
25	LIGHT ART	1	0	32	18	ARTY	50	75 FH	75 FH	75 FH	75 FH	0	0	0	0	99	E42	45	10
26	MDM ART	1	0	40	15	ARTY	50	105 FH	105 FH	105 FH	105 FH	0	0	0	0	99	E42	45	15
27	HVY ART	1	0	48	15	ARTY	50	150 FH	150 FH	150 FH	150 FH	0	0	0	0	99	E42	45	20
28	5" SUPPORT	3	0	99	5	ARTY	50	5" GUN	5" GUN	5" GUN	5" GUN	0	0	0	0	99	E42	45	15
29	8" SUPPORT	4	0	99	5	ARTY	50	8" GUN	8" GUN	8" GUN	8" GUN	0	0	0	0	99	E42	45	20
30	14" SUPPORT	5	0	99	5	ARTY	50	14" GUN	14" GUN	14" GUN	14" GUN	0	0	0	0	99	E42	45	30
69	PILL BOX	1	0	5	15	PILL	90	75L10	MMG	RIFLE	RIFLE	6	8	10	12	99	E42	45	10
70	NAV GUN EM	2	0	20	10	PILL	90	5" GUN	-	-	-	20	20	20	20	99	E42	45	20

GERMAN UNIT DATA

NO.	NAME	SIZE	SPD	CRW	1st SHOT	CLS	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	1ST YR	LST YR	COST
1	PZ-IB	3	15	2	10	L.TANK	90	TMG	TMG	-	-	3	3	1	1	1	39	E43	4
2	PZ-IIC	3	14	3	9	L.TANK	90	20L55	TMG	-	-	3	3	1	1	1	39	E43	8
3	LYNX	3	18	3	15	L.TANK	90	20L55	TMG	-	-	3	3	2	2	2	L43	45	8
4	PZ-IIIE	4	14	5	15	M.TANK	90	37L46	TMG	TMG	TMG	2	3	3	3	1	39	41	11
5	PZ-IIIH	4	13	5	15	M.TANK	90	50L42	TMG	TMG	-	4	6	4	3	3	41	L42	10

NO.	NAME	SIZE	SPD	CRW	1st SHOT	CLS	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	1ST YR	LST YR	COST
6	PZ-IIIJ	4	13	5	15	M.TANK	90	50L60	TMG	TMG	-	7	6	4	3	3	E42	L43	11
7	PZ-IIIN	4	13	5	10	M.TANK	90	75L24	TMG	TMG	-	7	6	4	3	3	L42	45	10
8	PZ-38(T)E	3	14	5	10	L.TANK	90	37L46	TMG	TMG	-	4	4	3	2	3	40	41	10
9	PZ-IVC	4	14	5	10	M.TANK	90	75L24	TMG	-	-	3	3	2	2	2	39	40	8
10	PZ-IVE	4	14	5	10	M.TANK	90	75L24	TMG	TMG	-	4	6	3	3	2	41	E42	10
11	PZ-IVF2S	4	14	5	10	M.TANK	90	75L43	TMG	TMG	-	5	6	4	3	2	E42	L42	16
12	PZ-IVG	4	13	5	10	M.TANK	90	75L43	TMG	TMG	-	5	8	4	3	2	L42	E44	13
13	PZ-IVH	4	13	5	10	M.TANK	90	75L48	TMG	TMG	-	7	9	4	4	3	E43	45	12
14	PANTHER	5	17	5	10	M.TANK	90	75L70	TMG	TMG	-	12	15	5	6	4	L43	45	25
15	TIGER	5	12	5	10	H.TANK	90	88L56	TMG	TMG	-	14	11	8	8	4	L42	45	25
16	KING TIGER	6	7	5	10	H.TANK	90	88L71	TMG	TMG	-	18	26	11	8	4	L44	45	50
17	BRUMBAR	4	12	5	5	AG	90	150L10	-	-	-	14	11	4	3	4	E44	E45	17
18	STUG-IIIB	3	14	4	10	AG	90	75L24	-	-	-	6	6	3	3	3	40	E43	9
19	STUG-H42	3	13	4	10	AG	90	105L30	TMG	-	-	8	9	3	3	4	L42	45	13
20	STUG-IIIG	3	13	4	10	AG	90	75L48	TMG	-	-	8	9	3	3	4	L42	45	11
21	STUG-IV	3	13	4	10	AG	90	75L48	TMG	-	-	9	9	3	3	4	E44	45	15
22	JPZ-I	3	16	3	15	TD	90	47L40	-	-	-	1	1	1	1	0	40	E43	10
23	MARDER	4	13	4	10	TD	90	76L51	TMG	-	-	2	3	1	1	0	E42	45	10
24	NASHORN	5	13	6	10	TD	90	88L71	TMG	-	-	2	3	1	2	0	L43	45	16
25	HETZER	3	13	4	5	TD	90	75L48	TMG	-	-	14	14	3	3	4	L44	45	15
26	JPZ-IVL	3	11	4	10	TD	90	75L70	TMG	-	-	14	14	4	3	4	L44	45	20
27	JGDPANTH	4	17	5	10	TD	90	88L71	TMG	-	-	14	15	6	5	4	L44	45	35
28	ELEFANT	6	7	6	10	TD	90	88L71	-	-	-	22	20	9	8	5	L43	L43	35
29	JGDTIGER	6	7	6	5	TD	90	128L55	TMG	-	-	26	26	11	8	4	L44	45	60
30	WESPE	4	13	4	5	SPA	90	105FH	TMG	-	-	1	2	1	1	0	L42	45	10
31	HUMMEL	5	13	6	5	SPA	90	150FH	-	-	-	2	3	1	2	0	L43	45	14
32	LORRAINE	3	12	4	5	SPA	90	150FH	-	-	-	1	1	1	1	0	E42	L42	12
33	WIRBLEWIND	5	14	4	20	SPAA	90	20AA-QUAD	TMG	-		3	4	2	3	0	L44	E45	11
34	OSTWIND	5	13	4	20	SPAA	90	37AA	-	TMG	-	4	6	3	3	0	45	45	12

GERMAN UNIT DATA (CONTINUED)

NO.	NAME	SIZE	SPD	CRW	1st SHOT	CLS	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	1ST YR	LST YR	COST
35	BISON	4	14	5	5	AG	90	150L10	-	-	-	1	2	1	1	0	L42	45	10
36	SKFZ-222	3	20	2	15	AC	90	20L55	TMG	-	-	1	2	1	1	0	39	45	8
37	SKFZ-231	4	20	2	15	AC	90	20L55	TMG	-	-	1	2	1	1	1	39	45	8
38	SFZ-234/1	3	18	4	15	AC	90	20L55	TMG	-	-	4	4	1	1	0	L44	45	8
39	PUMA	3	18	4	15	AC	90	50L60	TMG	-	-	4	4	1	1	1	L43	45	10
40	SFZ-234/3	3	18	4	15	AC	90	75L24	TMG	-	-	3	4	1	1	0	L44	45	10
41	SFZ-243/4	3	18	4	15	AC	90	75L48	TMG	-	-	3	4	1	1	0	45	45	12
42	SK250/HT	3	18	2	20	MDM HT	90	TMG	-	-	-	1	1	1	1	0	39	45	4
43	SK251/HT	3	16	3	20	MDM HT	90	TMG	TMG	-	-	1	1	1	1	0	39	45	4
44	SK251/10	3	15	3	20	MDM HT	90	37L46	TMG	-	-	1	1	1	1	0	39	45	8
45	SKFZ-7	4	17	2	0	HVY HT	90	-	-	-	-	0	0	0	0	0	39	45	2
46	OPEL	4	14	2	0	MDM TR	50	-	-	-	-	0	0	0	0	0	39	45	2
47	BUES-NAG	4	12	2	0	HVY TR	50	-	-	-	-	0	0	0	0	0	39	45	2
48	37AT	1	0	5	20	ATG	80	37L46	RIFLE	-	-	0	0	0	0	10	39	L42	4
49	50AT	1	0	6	20	ATG	80	50L60	RIFLE	-	-	0	0	0	0	10	41	E43	6
50	75AT	1	0	6	15	ATG	80	75L48	RIFLE	-	-	0	0	0	0	10	L42	45	7
51	76AT(R)	1	0	6	15	ATG	80	76L51	RIFLE	-	-	0	0	0	0	10	E42	45	6
52	88AT	2	0	8	15	ATG	80	88L71	RIFLE	-	-	0	0	0	0	15	E44	45	14
53	88FLAK	2	0	8	15	ATG	80	88FLAK	RIFLE	-	-	0	0	0	0	15	39	45	10
54	75IG	1	0	6	15	IG	80	75L24	RIFLE	-	-	0	0	0	0	10	39	45	4
55	150IG	2	0	8	5	IG	80	150L10	RIFLE	-	-	0	0	0	0	15	39	45	7
56	81 MORT	1	3	3	20	MORT	90	81MOR	RIFLE	-	-	0	0	0	0	3	39	45	3
57	120 MORT	1	2	3	15	MORT	90	120MOR	RIFLE	-	-	0	0	0	0	5	E43	45	4
58	MEDIUM MG	1	4	2	20	MG	25	MMG	RIFLE	-	-	0	0	0	0	2	39	45	2
59	HEAVY MG	1	3	3	20	MG	25	HMG	RIFLE	-	-	0	0	0	0	4	39	45	2
60	RIFLE SQD	1	6	10	22	INF	25	RIFLE	LMG	CL GRN	ATR	0	0	0	0	10	39	E43	2
61	RIFLE SQD	1	6	10	22	INF	25	RIFLE	LMG	PZFST	ATM	0	0	0	0	10	L43	45	3
62	ENGR SQD	1	6	10	22	INF	25	SMG	LMG	FLAME	DEMO	0	0	0	0	10	39	E43	4
63	ENGR SQD	1	6	10	22	INF	25	SMG	PZFST	FLAME	DEMO	0	0	0	0	10	L43	45	5

NO.	NAME	SIZE	SPD	CRW	1st SHOT	CLS	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	1ST YR	LST YR	COST
64	SMG SQD	1	6	10	23	INF	25	SMG	LMG	ATR	CL GRN	0	0	0	0	10	39	E43	2
65	SMG SQD	1	6	10	23	INF	25	SMG	LMG	PZFST	MOLTV	0	0	0	0	10	L43	45	3
66	LIGHT ART	1	0	32	5	ART	90	75FH	75FH	75FH	75FH	0	0	0	0	99	39	45	10
67	MDM ART	2	0	40	5	ART	90	105FH	105FH	105FH	105FH	0	0	0	0	99	39	45	15
68	HVY ART	3	0	48	5	ART	90	150FH	150FH	150FH	150FH	0	0	0	0	99	39	45	20
69	INF AT	1	6	2	23	INF	25	PZSCHRECK	RIFLE	-	-	0	0	0	0	2	E44	45	1
70	PILLBOX	1	0	8	18	PILL	90	75L43	HMG	MMG	LMG	10	10	20	20	99	39	45	20

BRITISH COMMONWEALTH UNIT DATA

NO.	NAME	SIZE	SPD	CRW	1st SHOT	CLS	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	1ST YR	LST YR	COST
1	MK IIA	2	15	2	20	L.TNK	80	TMG	-	-	-	1	1	1	1	1	39	40	6
2	MK VIC	2	18	3	20	L.TNK	90	TMG	15MMBESA	-	-	2	2	1	1	1	39	41	9
3	HONEY	3	18	4	10	L.TNK	90	37L53	TMG	TMG	TMG	4	4	4	3	3	41	E44	11
4	STUART VI	3	17	4	10	L.TNK	90	37L53	TMG	TMG	TMG	6	6	4	3	3	E43	45	9
5	A 10	4	8	5	10	C.TNK	90	2PDR	TMG	TMG	-	3	3	1	1	1	39	40	9
6	A 13	4	16	4	10	C.TNK	90	2PDR	TMG	-	-	3	3	1	1	1	39	40	10
7	CRUSADER I	4	16	5	10	C.TNK	90	2PDR	TMG	TMG	-	4	3	3	3	1	41	E43	9
8	CRUSADR III	4	16	3	5	C.TNK	90	6PDR	TMG	-	-	5	4	3	3	1	L42	E44	11
9	MATILDA II	3	8	4	10	I.TNK	90	2PDR	TMG	-	-	8	8	8	7	2	40	E43	15
10	VALENT III	4	10	4	10	I.TNK	90	2PDR	TMG	-	-	6	7	6	5	2	E42	E43	10
11	VALENTIX	4	10	3	5	I.TNK	90	6PDR	-	-	-	6	7	6	5	2	L42	L43	11
12	CHURCH I	4	8	5	15	I.TNK	90	2PDR	TMG	3"HOW	-	10	9	9	8	3	L42	L43	13
13	CHURCH IV	4	8	5	15	I.TNK	90	6PDR	TMG	TMG	-	11	9	10	8	3	L43	45	15
14	GRANT	5	13	6	10	M.TNK	90	37L53	TMG	75L31	TMG	11	6	5	4	4	E42	L43	11
15	SHERMAN I	5	13	5	10	M.TNK	90	75L38	TMG	TMG	-	8	8	6	4	4	L42	L44	9
16	SHERMAN III	5	13	5	10	M.TNK	90	76L54	TMG	TMG	TMG	9	11	6	4	4	L44	45	11

BRITISH COMMONWEALTH UNIT DATA (CONTINUED)

NO.	NAME	SIZE	SPD	CRW	1st SHOT	CLS	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	1ST YR	LST YR	COST
17	CROMWELL	4	20	5	15	M.TNK	90	6PDR	TMG	TMG	-	8	8	7	3	2	L43	45	13
18	CENTAUR	4	20	5	10	M.TNK	90	75L38	TMG	TMG	-	8	8	7	3	2	E44	45	15
19	FIREFLY	5	12	5	10	M.TNK	90	17PDR	TMG	-	-	11	9	6	4	4	L44	45	16
20	CHALNGER	5	18	5	10	M.TNK	90	17PDR	TMG	-	-	8	9	7	3	2	L44	45	19
21	COMET	4	16	5	10	M.TNK	90	77L49	TMG	TMG	-	10	8	6	3	2	45	45	17
22	ARCHER	4	11	4	10	TD	90	17PDR	TMG	-	-	1	6	1	6	0	L44	45	15
23	ACHILLES	4	16	5	10	TD	90	17PDR	TMG	-	-	8	7	3	2	0	45	45	17
24	CRUSDR CS	4	16	5	5	CS TNK	90	3"HOW	TMG	TMG	-	4	3	3	3	1	41	E43	10
25	MATLDA CS	3	8	4	5	CS TNK	90	3"HOW	TMG	-	-	8	8	8	7	2	41	E43	12
26	CRMWL CS	4	20	5	5	CS TNK	90	95 HOW	TMG	TMG	-	8	8	7	3	2	L43	45	14
27	CHURCH CS	4	8	5	10	CS TNK	90	95HOW	TMG	TMG	-	11	9	10	8	3	E43	45	15
28	CROCODILE	4	8	5	13	FT TNK	90	6PDR	TMG	FLAME	-	15	13	14	12	3	E44	45	25
29	BISHOP	6	10	4	5	SPA	90	25PDR	TMG	-	-	1	6	1	4	1	E42	E43	11
30	PRIEST	4	14	4	10	SPA	90	105FH	TMG	-	-	2	3	1	1	0	L42	45	9
31	SEXTON	4	13	6	15	SPA	90	25PDR	TMG	TMG	-	2	2	1	1	0	L43	45	8
32	DAIMLER	3	24	3	10	AC	90	2PDR	TMG	-	-	2	2	1	1	1	39	45	9
33	HUMBER	3	24	3	20	AC	90	TMG	TMG	-	-	2	2	1	1	1	39	45	6
34	STAGHOUND	3	24	4	10	AC	90	75L38	TMG	TMG	-	5	2	3	2	1	E44	45	12
35	BREN	2	18	2	20	M VEH	50	TMG	ATR	-	-	1	1	1	1	0	39	45	4
36	M3 HT	3	19	2	20	MDM HT	90	TMG	-	-	-	1	1	1	1	0	E42	45	4
37	KANGAROO	4	13	2	20	M VEH	90	TMG	-	-	-	11	11	4	4	0	L44	45	6
38	1½ TON	3	12	2	-	MDM HT	20	-	-	-	-	0	0	0	0	0	39	45	2
39	2½ TON	4	10	2	-	HVY TR	20	-	-	-	-	0	0	0	0	0	39	45	2
40	2PDR AT	1	0	5	20	ATG	80	2PDR	RIFLE	-	-	0	0	0	0	10	39	L42	4
41	6PDR AT	1	0	6	20	ATG	80	6PDR	RIFLE	-	-	0	0	0	0	10	E43	45	6
42	17PDR AT	1	0	6	15	ATG	80	17PDR	RIFLE	-	-	0	0	0	0	10	L44	45	9
43	25 PDR	2	0	8	5	IG	80	25PDR	RIFLE	-	-	0	0	0	0	15	39	45	5
44	3"MOR	1	3	3	15	MORT	80	3"MOR	RIFLE	-	-	0	0	0	0	3	39	45	3
45	4.2"MOR	1	2	4	15	MORT	80	4.2"MO	RIFLE	-	-	0	0	0	0	5	39	45	4

NO.	NAME	SIZE	SPD	CRW	1st SHOT	CLS	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	1ST YR	LST YR	COST
46	MDM MG	1	4	2	21	MG	20	MMG	RIFLE	-	-	0	0	0	0	2	39	45	2
47	HVY MG	1	3	3	20	MG	20	HMG	RIFLE	-	-	0	0	0	0	4	39	45	2
48	INF SQD	1	6	10	22	INF	20	RIFLE	LMG	ATR	-	0	0	0	0	10	39	E43	2
49	INF SQD	1	6	10	22	INF	20	RIFLE	LMG	LMG	PIAT	0	0	0	0	10	L43	45	3
0	ENG SQD	1	6	10	22	INF	20	RIFLE	FLAME	DEMO	ATR	0	0	0	0	10	39	E43	4
51	ENG SQD	1	6	10	22	INF	20	RIFLE	FLAME	DEMO	PIAT	0	0	0	0	10	L43	45	5
52	MDM ART	2	0	40	1	ARTY	90	25PDR	25PDR	25PDR	25PDR	0	0	0	0	99	39	45	15
53	HVY ART	2	0	50	1	ARTY	90	8"HOW	8"HOW	8"HOW	8"HOW	0	0	0	0	99	L42	45	25
54	HVY ART	2	0	50	1	ARTY	90	4.5"FH	4.5"FH	4.5"FH	4.5"FH	0	0	0	0	99	39	45	20
55	INF AT	1	6	2	20	INF AT	20	PIAT	RIFLE	-	-	0	0	0	0	2	L43	45	1
70	PILLBOX	1	0	10	10	PILL	90	25PDR	HMG	HMG	SMG	10	10	20	20	99	39	45	20

WEAPONS CHART:

You can change a unit's weapon type by editing the unit and entering the weapon number when asked for it. A unit can have up to 4 weapons. For vehicles, the first two weapons are considered to be located in the upper hull or turret; the last two in the lower hull.

The following gun types are not listed by data set. Thus, you can put a German 88mm gun on a British tank. The exception to this is for the weapons set used for the European Front. Some guns that appear in the Pacific or in Asia do not appear in Europe; their place is taken by another gun. You can tell from the chart which guns these are by looking for duplicate weapon numbers. A number followed by an "E" designates a gun which appears only in Europe; the other gun with the same number appears on the other fronts.

The following column headings are used on the weapons chart:

No: Weapon number.
Weapon: Weapon name.
SZ: Shell size of projectile fired by weapon.
PN: Penetration rating of gun.
AC: Accuracy rating of gun.
RG: Maximum range of gun in squares.
IA: The infantry attack rating of the gun.
IM: The maximum amount of ammo the gun might have at the beginning of a battle.

WEAPONS

NO	WEAPON	SZ	PN	AC	RG	IA	AM
1	RIFLE	1	0	5	10	2	200
2	SMG	1	0	3	6	4	150
3	S.A. RIFLE	1	0	5	10	3	100
4	MMG	1	0	10	16	9	150
5	HMG	1	1	12	18	12	100
6	TMG	1	0	6	10	8	100
7	BAR	1	0	8	10	4	100
8	50 CAL	1	3	12	20	14	100
9	LMG	1	0	8	10	6	100
10	GREN LNCH	1	0	4	8	5	20
11	37AA	2	6	15	40	9	100
12	37L21	2	5	5	20	1	125
13	37L33	2	5	6	25	1	100

NO	WEAPON	SZ	PN	AC	RG	IA	AM
14	20L55	2	6	15	20	2	200
15	37L46	2	7	15	25	1	150
16	37L53	2	9	20	30	5	125
17	40AA	2	8	11	50	9	125
18	15MM BESA	1	4	15	20	6	200
19	FLAMETHWR	45	0	25	2	15	9
20	2 PDR	3	7	15	30	1	100
21	47L32	3	5	8	30	1	105
22	47L34	3	6	9	30	2	100
23	47L40	3	8	15	30	1	110
24	47L53	3	7	10	50	2	65
25	50L42	3	8	10	30	2	100
26	50L60	3	10	15	30	2	80
27	57L17	3	3	5	30	2	90
27E	57L52	3	11	9	40	2	100
28	58L18	3	4	5	30	2	90
28E	57L73	3	12	16	40	2	100
29	6 PDR	3	12	15	40	2	100
30	60MOR	3	0	7	40	5	100
31	20AA-QUAD	2	4	15	40	15	50
32	75L10	4	0	5	30	4	70
33	75 FH	4	0	5	130	5	50
34	76L16	4	0	4	30	5	50
35	3 IN HOW	4	0	5	30	5	50
36	76 FH	4	0	8	140	5	50
37	3 IN MOR	3	0	5	50	5	100
38	17 PDR	4	19	15	50	5	75
39	75L17	4	4	5	25	5	60
40	75L18	4	6	4	30	5	80

WEAPONS (CONTINUED)

NO	WEAPON	SZ	PN	AC	RG	IA	AM
41	75L24	4	6	5	30	6	80
42	75L31/M2	4	9	8	40	5	50
43	75L28F	4	8	8	50	5	50
44	75L34	4	10	10	40	5	40
45	75L38	4	10	10	40	6	90
46	75L43	4	13	15	50	5	85
47	75L48	4	14	16	50	5	85
48	75L70	4	19	20	60	5	80
49	76L26	4	5	5	25	5	70
50	76L35	4	8	8	30	5	80
51	76L41	4	9	12	40	5	75
52	76L51	4	13	15	50	5	70
53	76L54	4	13	15	40	4	50
54	77L49	4	15	15	50	5	60
55	75L55	4	20	14	50	1	50
56	81MOR	3	0	5	55	6	100
57	70MOR	3	0	10	50	5	100
57E	82MOR	3	0	10	50	6	100
58	85L53	5	12	12	50	6	55
59	88FLAK-18	5	15	16	80	6	50
60	88L56	5	15	15	60	6	90
61	88L71/KWK	5	22	20	60	6	85
62	88L71/PAK	5	22	22	80	6	40
63	25 PDR	5	0	6	140	6	40
64	90L50	5	19	14	60	6	45
65	90L53	5	15	12	60	6	40
66	152L20	8	0	4	30	9	30
67	95 HOW	5	0	5	40	6	40
68	105L30	6	0	10	40	6	60

NO	WEAPON	SZ	PN	AC	RG	IA	AM
69	100L60	6	21	12	60	7	35
70	100 FH	6	0	10	130	7	30
71	105 FH	6	0	10	130	7	50
72	4.2 MOR	5	0	10	70	7	50
73	90 MOR	4	0	5	130	7	70
73E	120MOR	4	0	5	130	8	30
74	5 IN GUN	8	0	10	130	8	100
75	4.5 IN FH	7	0	5	130	7	80
76	4.6 IN RKT	7	0	4	140	9	20
77	14 IN GUN	18	0	9	130	18	30
77E	128L55	7	26	15	80	8	40
78	150L10	8	0	5	50	9	30
79	150 FH	8	0	10	130	9	30
80	16 IN GUN	20	0	10	130	20	25
81	8 IN GUN	10	0	10	130	10	50
82	155 FH	8	0	10	130	9	30
83	FLAMETHWR	45	0	25	1	9	6
84	DEMO CHRG	10	2	15	1	9	3
85	MOLOTOV	1	30	12	1	1	4
86	AT-MINE	10	20	12	1	1	2
87	CLSTR GRN	2	10	12	1	6	4
88	AT-RIFLE	1	4	6	10	1	10
89	POLE MINE	10	20	12	1	1	2
89E	PZFAUST	2	29	3	3	1	6
90	PIAT	3	10	1	2	1	6
91	BAZOOKA	3	14	2	4	1	6
92	GREN.LAUN	1	0	4	8	5	20

FORMATION COMPOSITION CHARTS:

The following charts show what you get when you purchase a formation after you have chosen one of the unit data sets. Where vehicles are listed, you may get one or more of the types shown depending on the time period and the organization of the force.

The following column headings are used:

NO.: Number of formation in data set

FORMATION: Name of formation.

UNITS/HQS: Number of units and headquarters in the formation.

UNIT TYPE: The type(s) of units in the formation.

YEAR: First year of availability.

AVAIL.: The type of force for which the formation is available.

NOTES: A listing of the vehicles which may be generated for the formation.

AMERICAN FORMATIONS

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL	NOTES
1	BN HQ	2/1	SMG SQD X 1 VEH X 1	E42	ALL	VEH = JEEP
2	INFANTRY CO	19/4	RFLE SQD X 10 MOR X 3 MMG X 5 50 CAL X 1	E42	ALL	MOR=60MM
3	MARINE CO	18/4	MRNE SQD X 7 ENG SQD X 3 HMG X 2 MMG X 3 MOR X 2 AT SEC X 1	E42	MAR	MOR=60MM AT=37 AT GUN, BAZOOKA
4	MECH INF CO	34/4	SMG SQD X 4 RFLE SQD X 6 MOR X 3 MMG X 5 50 CAL X 1	E42	ARM	MOR=60 MM VEH=M3-MG, M3-HT

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL	NOTES
			VEH X 15			
5	LT TANK CO	17/4	AFV X 17	E42	ARM	AFV=M3 STUART, M5 STUART, M24 CHAFFEE
6	TANK CO	17/4	AFV X 17	E42	ALL	AFV=M3 LEE, M4A1 SHERMAN, M4A3 SHERMAN, M4E8 SHERMAN, T-26 PERSHING
7	TANK DEST CO	18/4	AC X 6 AFV X 12	L44	ARM	AC =M8 GREYHOUND AFV=M10 GMC, M18 HELLCAT, M36 GMC
8	PARATROOP CO	20/4	SMG SQD X 10 MMG X 6 50 CAL X 1 MOR X 3	E42	ALL	MOR=60MM
11	ENGINEER PLT	3/1	ENG SQD X 3	E42	ALL	
12	INFANTRY PLT	4/1	RFLE SQD X 3 MMG X 1	E42	INF	
13	MARINE PLT	4/1	MRNE SQD X 2 ENG SQD X 1 MMG X 1	E42	MAR	
14	MECH INF PLT	8/1	SMG SQD X 1 RFLE SQD X 2 MMG X 1 VEH X 4	E42	ARM	VEH=M3-MG, M3-HT
15	LT TANK PLT	5/1	AFV X 5	E42	ARM	AFV=M3 STUART, M5 STUART, M24 CHAFFEE,
16	TANK PLT	5/1	AFV X 5	E42	ALL	AFV=M3 LEE, M4A1 SHERMAN, M4A3 SHERMAN, M4E8 SHERMAN, T-26 PERSHING
17	TANK DEST PLT	4/1	AFV X 4	E43	ALL	AFV=M10 GMC, M18 HELLCAT, M36 GMC
18	ARM CAR PLT	5/1	AC X 5	E42	ARM	AC =M8 GREYHOUND, M20 SCOUTCAR
19	PARATROOP PLT	6/1	SMG SQD X 3 MMG X 2 MOR X 1	E42	INF	MOR = 60MM
20	AA PLT	4/1	VEH X 4	E42	ALL	VEH=M15 A1, M16 HT, M19 HT

AMERICAN FORMATIONS (CONTINUED)

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL	NOTES
23	INFANTRY SQD	1/1	INF SQD X 1	E42	ARM	INF=SMG SQD, RFLE SQD
24	INFANTRY SEC	2/1	INF SQD X 2	E42	ARM	INF=SMG SQD, RFLE SQD
25	ENGINEER SQD	1/1	ENG SQD X 1	E42	ARM	
26	ENGINEER SEC	2/1	ENG SQD X 2	E42	ALL	
27	BAZOOKA TEAM	3/1	BAZ TEAM X 3	L43	INF	
28	AT GUN	1/1	AT GUN X 1	E42	MAR	AT GUN=37 AT, 57 AT, 76 AT, 90 AT
29	AT GUN SEC	2/1	AT GUN X 2	E42	INF	AT GUN=37 AT, 57 AT, 76 AT, 90 AT
30	FIELD GUN	1/1	FLD GUN X 1	E42	INF	FLD GUN=75 HOW, 105 HOW, 155 HOW,
31	FIELD GUN SEC	2/1	FLD GUN X 2	E42	ALL	FLD GUN= 75 HOW, 105 HOW, 155 HOW
32	MORTAR SEC	2/1	MOR X 2	E42	ALL	MOR=60MM, 81MM, 4.2"
33	50 CAL	1/1	50 CAL X 1	E42	INF	
34	MG SEC	3/1	MMG X 1 HMG X 1 50 CAL X 1	E42	ALL	
35	REG ARTILLERY	4/1	GUNS X 16	E 42	ALL	GUNS= 75 HOW, 105 HOW
36	DIV ARTILLERY	4/1	GUNX X 16	E42	ALL	GUNS=105 HOW, 155 HOW
37	DESTROYER	1/1	GUNS X 4	E42	ALL	GUNS= 5"
38	CRUISER	4/1	GUNS X 16	E42	ALL	GUNS=8", 5"
39	BATTLESHIP	5/1	GUNS X 20	E42	ALL	GUNS=16", 8", 5"
40	ROCKET SEC	2/1	CALLIOPE X 2	L43	ALL	
41	SEABEE SEC	4/1	ENG SQD X 2 AFV X 2	E43	MAR	AFV=SHERMAN DOZER
42	FLAME SEC	2/1	AFV X 2	L43	ALL	AFV=SHERMAN FLAME, M3 SATAN, POA-CWS-H1
43	DIV TRANSPORT	9/1	VEH X 9	E42	ALL	VEH=2 ½ TON TRUCK, 1 ½ TON TRUCK
44	TANK SEC	2/1	AFV X 2	E42	ALL	AFV=M3 STUART, M4A1 SHERMAN, M4A3 SHERMAN, M4E2 JUMBO, SHERMAN 105

JAPANESE FORMATIONS

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL	NOTES
1	RGT HQ	2/1	INF SQD X 1 TRUCK X 1	E42	ALL	
2	INFANTRY CO	13/4	INF SQD X 13	E42	ALL	
3	SNLF CO	16/4	INF SQD X 16	E42	NAV	
4	TANK CO	22/5	AFV X 22	E42	ARM	AFV=TYPE 92, 94 HO-GO, 97 TE-KE, 95 HA-GO, 89 KO, 97 CHI-HA, 97 CHI-HE
11	INFANTRY PLT	4/1	INF SQD X 4	E42	ALL	
12	SNLF PLT	5/1	INF SQD X 5	E42	NAV	
13	LABOR PLT	4/1	INF SQD X 4	E42	ALL	
14	ENGINEER PLT	4/1	ENG SQD X 4	E42	ALL	
15	LT TANK PLT	4/1	AFV X 4	E42	ARM	AFV=TYPE 92, 94 HO-GO, 97 TE-KE, 95 HA-GO
16	MDM TANK PLT	5/1	AFV X 5	E42	ARM	AFV=89 KO, 97 CHI-HA, 97 CHI HE
17	AMPHIBIOUS PLT	4/1	AFV X 4	E42	NAV	AFV=2 KA-MI, 3KA-CHI
18	ARM CAR PLT	5/1	AC X 5	E42	ALL	AC=92 OSAKA, 93 SUMUDA
22	PILLBOXES	2/1	PILLBOX X 2	E42	ALL	
23	INFANTRY SQD	1/1	INF SQD X 1	E42	ALL	
24	INFANTRY SEC	2/1	INF SQD X 2	E42	ALL	
25	ENGINEER SQD	1/1	ENG SQD X 1	E42	ALL	
26	ENGINEER SEC	2/1	ENG SEC X 2	E42	ALL	
27	SPEC ATTCK FRCE	10/1	MEN X 10	L44	ALL	
28	AT GUN	1/1	AT GUN X 1	E42	ALL	AT GUN=20 AT, 37 AT, 47 AT
29	AT GUN SEC	2/1	AT GUN X 2	E42	ALL	AT GUN=20 AT, 37 AT, 47 AT
30	INF GUN	1/1	75 IG X 1	E42	ALL	
31	INF GUN SEC	2/1	75 IG X 2	E42	ALL	
32	MORTAR SEC	2/1	MOR X 2	E42	ALL	MOR=70MM, 90MM
33	MG	1/1	MMG X 1	E42	ALL	
34	MG SEC	3/1	MMG X 3	E42	ALL	

JAPANESE FORMATIONS (CONTINUED)

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL	NOTES
35	RGT ARTILLERY	4/1	GUNS X 16	E42	ALL	GUNS=75 FH, 105 FH
36	DIV ARTILLERY	4/1	GUNS X 16	E42	ALL	GUNS=105 FH, 150 FH
37	DESTROYER	1/1	GUNS X 4	E42	ALL	GUNS=5"
38	CRUISER	3/1	GUNS X 12	E42	ALL	GUNS=8", 5"
39	BATTLESHIP	4/1	GUNS X 16	E42	ALL	GUNS=14", 8", 5"
40	TANK	1/1	AFV X 1	E42	ALL	AFV=94 HO-GO, 95 HA-GO, 97 CHI-HA, 97 CHI-HE, 2 KA-MI
41	TANK SEC	2/1	AFV X 2	E42	ALL	AFV=94 HO-GO, 95 HA-GO, 97 CHI-HA, 97 CHI-HE, 2 KA-MI
42	DIV TRANSPORT	9/1	VEH.X.2	E42	ALL	VEH=LIGHT TRUCK, MED TRUCK

GERMAN FORMATIONS

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL.	NOTES
1	BN HQ	2/1	SMG SQD X 1 APC X 1	39	ALL	APC=SK250
2	RIFLE CO	18/4	SMG SQD X 1 HMG X 2 MMG X 3 RIFLE SQD X 12	39	ALL	
3	VLKSGRNDR CO	16/4	SMG SQD X 7 HMG X 1 MMG X 1 INF AT X 1 RIFLE SQD X 6	L44	INF	
4	PNZRGRNDR CO	30/4	SMG SQD X 1 APC X 15 HMG X 2 RIFLE X 12	41	PZ	APC=SK250, SK251, SK251/10

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL	NOTES
5	STUG CO	14/4	AFV X 14	E43	ALL	AFV=STUG-IIIB, STUG-IIIG, STUG-IV, HETZER
6	PZ CO 39-40	22/5	AFV X 22	39	PZ	AFV=PZ-IB, PZ-IIC, PZ-IIIE, PZ-38(T)E
7	PZ CO 41-42	17/4	AFV X 17	41	PZ	AFV=PZ-IIIE, PZ-IIIH, PZ-IIIJ, PZ-38(T)E
8	PZ CO 43-45	14/4	AFV X 14	E43	PZ	AFV=PZ-IVG, PZ-IVH, PANTHER
9	SS PZ CO	17/4	AFV X 17	E43	PZ	AFV=PZ-IVG, PZ-IVH, PANTHER
10	HVY PZ CO	14/4	AFV X 14	E44	PZ	AFV=TIGER, KING TIGER
11	TIGER CO	12/3	TIGER X 4 AFV X 8	L42	PZ	AFV=PZ-IIIJ, PZ-IIIN, PZ-IVE
12	RECON CO	23/4	RIFLE SQD X 4 ENGR SQD X 4 APC X 8 AC X 7	39	PZ	APC=SK250, SK251, SK251/10, AC=SK222, SK231, SK251
13	RIFLE PLT	5/1	RIFLE SQD X 4 MMG X 1	39	ALL	
14	FALSHRMJGR PLT	4/1	SMG SQD X 4	39	INF	
15	VLKSGRNDR PLT	4/1	SMG SQD X 3 RIFLE SQD X 1	L44	INF	
16	ARM ENG PLT	8/1	ENG SQD X 4 APC X 4	39	ALL	APC=SK250, SK251, SK251/10
17	PZGRNDR PLT	8/1	RIFLE SQD X 4 APC X 4	39	PZ	APC=SK250, SK251, SK251/10
18	HVY SUP PLT	4/1	AFV X 4	L42	PZ	AFV=PZ-IIIJ, PZ-IIIN, PZ-IVE
19	PZ REC PLT	7/1	AFV X 7	39	PZ	AFV=PZ-IB, PZ-IIC, LYNX
20	PZ PLT 39-40	5/1	AFV X 5	39	PZ	AFV=PZ-IB, PZ-IIC, PZ-IIIE, PZ-38(T)E
21	PZ PLT 41-42	5/1	AFV X 5	41	PZ	AFV=PZ-IIIE, PZ-IIIH, PZ-IIIJ, PZ-38(T)E
22	PZ PLT 43-45	4/1	AFV X 4	E43	PZ	AFV=PZ-IVG, PZ-IVH, PANTHER
23	SS PZ PLT	5/1	AFV X 5	E43	PZ	AFV=PZ-IVG, PZ-IVH, PANTHER
24	HVY PZ PLT	4/1	AFV X 4	39	PZ	AFV=PZ-IVC, PZ-IVE, PZ-IVF2, TIGER KING, TIGER
25	STUG PLT	4/1	AFV X 4	L42	ALL	AFV=STUG-IIIB, STUG-IIIG, STUG-IV, HETZER

GERMAN FORMATIONS (CONTINUED)

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL	NOTES
26	JPZ PLT	4/1	AFV X 4	40	PZ	AFV=STUG-IV, JPZ-I, MARDER, HETZER, JPZ-IV
27	AG PLT	4/1	AFV X 4	40	ALL	AFV=STUG-IIIB, STU-H42, STUG-IIIG, STUG-IV, HETZER
28	ND JPZ PLT	3/1	AFV X 3	40	ALL	AFV=JPZ-I, NASHORN, JAGDPANTHER, ELEFANT, JAGDTIGER
29	ARM CAR PLT	5/1	AC X 5	39	PZ *	AC=SK222, SK231, SK250, SK251
30	HVY AC PLT	6/1	AC X 6	E44	PZ	AC=234/1, PUMA, 234/3, 234/4
31	DIV TRANSPORT	10/1	VEH X 10	39	ALL	VEH=OPEL, BUES-NAG, SKFZ7, SK250, SK251
32	FLAK PZ SEC	2/1	AFV X 2	L44	PZ	AFV=WIRBLEWIND, OSTWIND
33	SP IG SEC	2/1	AFV X 2	L42	PZ	AFV=BRUMBAR, STU-H42, STUG-IIIG, BISON
34	SP ART SEC	2/1	AFV X 2	L42	PZ	AFV=WESPE, HUMMEL, LORRAINE
35	AT SEC	2/1	AT X 2	39	ALL	AT=37AT, 50AT, 75AT, 76AT(R)
36	88 SEC	4/1	AT X 2 VEH X 2	39	PZ	AT=88AT, 88 FLAK, VEH=SKFZ7
37	INF GUN SEC	2/1	IG X 2	39	ALL	IG=75IG, 150IG
38	MORTAR SEC	2/1	MOR X 2	39	ALL	MOR=81MOR, 120MOR
39	INF SEC	2/1	RIFLE X 2	39	ALL	
40	ENG SEC	2/1	ENG SQD X 2	39	ALL	
41	INF AT SEC	3/1	INF AT X 3	39	ALL	
42	MG SEC	3/1	HMG X 1 MMG X 2	39	ALL	
43	DIV ART	4/1	105FH X 12 150FH X 4	39	ALL	
44	TK/SPG SEC	2/1	AFV X 2	39	ALL	AFV=PZ-IVE, PZ-IVH, STUG-IIIB, STUG-IIIG, MARDER

BRITISH COMMONWEALTH FORMATIONS

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL.	NOTES
1	BN HQ	2/1	INF SQD X 1 APC X 1	39	ALL	APC=KANGAROO, BREN, M3 HT
2	INF CO	14/4	INF SQD X 13 MG X 1	39	ALL	
3	MECH CO	29/4	INF SQD X 12 APC X 17	39	TNK	APC=KANGAROO, BREN, M3 HT
4	HUSSAR SQDRN	16/4	AFV X 16	39	TNK	AFV=MKIIA, MKVIC, HONEY, STUART VI
5	CRUISER SQDRN	16/4	AFV X 14 CS X 2	39	TNK	AFV=A-10, A-13, CRUSADER I, CRUSADER III CS=MATILDA CS, CRUSADER CS, CHURCHILL CS
6	DRAGOON SQDRN	12/4	AFV X 12	E42	TNK	AFV=HONEY, CRUSADER I, SHERMAN I, LEE
7	INF TANK CO	17/6	AFV X 16 CS X 1	39	ALL	AFV=VALENTINE III, VALENTINE IX, MATILDA II, CHURCHILL I, CHURCHILL IV CS=CROMWELL CS, MATILDA CS, CRUSADER CS, CHURCHILL CS
8	43 TANK CO	16/4	AFV X 14 CS X 2	E43	TNK	AFV=CROMWELL, SHERMAN I CS=CHURCHILL CS, CROMWELL CS, CRUSADER CS, MATILDA CS
9	44 TANK CO	14/4	AFV X 14	L44	TNK	AFV=SHERMAN I, FIREFLY, SHERMAN III, CROMWELL, CENTAUR, CHALLENGER
10	TANK DEST CO	14/4	AFV X 12 AC X 2	L44	ALL	AFV=ARCHER, ACHILLES AC=DAIMLER, HUMBER, STAGHOUND
11	AC SQDRN	18/6	AC X 18	39	TNK	AC=DAIMLER, HUMBER, STAGHOUND
12	INF PLT	4/1	INF SQD X 4	39	ALL	
13	ENGR PLT	4/1	ENGR SQD X 4	39	ALL	
14	MECH PLT	8/1	INF SQD X 4 APC X 4	39	TNK	APC=KANGAROO,BREN, M3 HT
15	HUSSAR TROOP	4/1	AFV X 4	39	TNK	AFV=MKIIA, MKVIC, HONEY, STUART VI
16	CRUISER TROOP	4/1	AFV X 4	39	TNK	AFV=A-10, CRUSADER I, A-13, CRUSADER III
17	DRAGOON TROOP	3/1	AFV X 3	E42	TNK	AFV=HONEY, CRUSADER I, GRANT, SHERMAN I

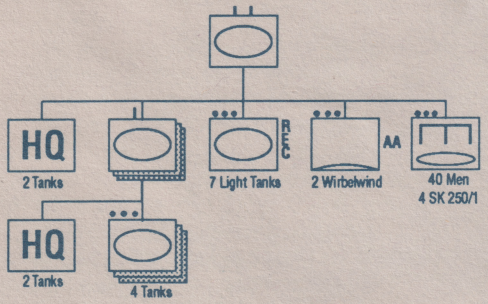
BRITISH COMMONWEALTH FORMATIONS (CONTINUED)

NO.	FORMATION	UNITS/HQ	UNIT TYPE	YEAR	AVAIL	NOTES
18	INF TANK PLT	3/1	AFV X 3	39	ALL	AFV=MATILDA II, VALENTINE III, VALENTINE IX, CHURCHILL I, CHURCHILL IV
19	43 TANK PLT	4/1	AFV X 4	E43	TNK	AFV=SHERMAN I, CROMWELL
20	44 TANK PLT	4/1	AFV X 4	L44	TNK	AFV=SHERMAN I, FIREFLY, CROMWELL, SHERMAN III, CENTAUR, CHALLENGER
21	LIGHT TANK PLT	4/1	AFV X 4	E43	ALL	AFV=HONEY, STUART VI
22	TANK DEST PLT	4/1	AFV X 4	L44	ALL	AFV=ARCHER, ACHILLES
23	REECE TROOP	4/1	APC X 2 AFV X 2	E43	TNK	APC=KANGAROO, BREN, M3 HT AFV=SHERMAN I, CROMWELL
24	AC TROOP	3/1	AC X 3	39	ALL	AC=DAIMLER, HUMBER, STAGHOUND
25	DIV TRANSPORT	10/1	VEH X 10	39	ALL	VEH=1 ½TON, BREN, 2 ½TON, M3 HT, KANGAROO
26	CROCODILE SEC	2/1	CROCODILE X 2	E44	ALL	
27	CS TANK SEC	2/1	CS X 2	40	ALL	CS=CRUSADER CS,MATILDA CS, CROMWELL CS,CHURCHILL CS
28	TANK SEC	2/1	AFV X 2	39	ALL	AFV=HONEY, MATILDA II, GRANT, SHERMAN I, SHERM.III
29	SP ART SEC	2/1	AFV X 2	E42	ALL	AFV=BISHOP, PRIEST, SEXTON
30	AT SEC	2/1	AT X 2	39	ALL	AT=2PDR, 6PDR, 17PDR
31	MORT SEC	2/1	MORT X 2	39	ALL	MORT=3IN MORT, 4.2IN MORT
32	25PDR SEC	2/1	25PDR X 2	39	ALL	
33	MG SEC	3/1	HMG SQD X 1 MMG SQD X 2	E42	ALL	
34	ENGR SEC	2/1	ENGR SQD X 2	39	ALL	
35	HVY WPNS SEC	4/1	INF SQD X 2 MMG X 2	39	ALL	
36	INF AT SEC	3/1	INF AT X 3	E43	ALL	
37	DIV ART	4/1	25PDR X 16	39	ALL	
38	CORPS ART	4/1	HOW X 8	L42	ALL	HOW=4.5" FH, 8" HOW

SAMPLE ORGANIZATIONAL CHARTS:

The following two charts illustrate how you can use the formations given in the game to construct other, larger, forces.

Sample German Panzer Battalion 1944-45:

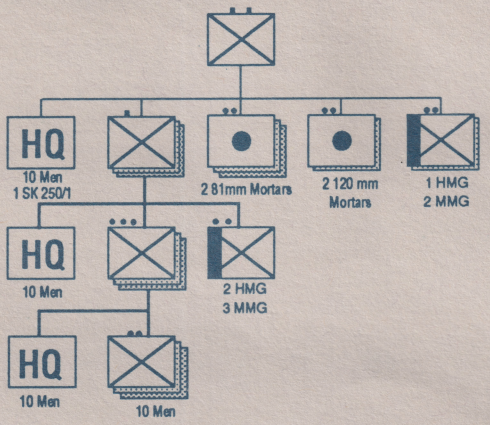


To buy this organization, purchase the following German formations in late 1944 or 1945:

3 * formation 8
1 * formation 16
1 * formation 19
1 * formation 32

Edit your units and convert units A0 and A1 to tanks.

Sample German Infantry Battalion Chart:



To buy this organization, purchase the following German formations:

3 * formation 2
5 * formation 38
2 * formation 42

Edit your units and make sure you have six 81mm mortars and four 120mm mortars.

TIPS ON DEALING WITH THE JAPANESE:

Since a computer-controlled Japanese player will not retreat, it can be difficult for a beginning Allied player to defeat the Japanese. The key is to have sufficient artillery support.

If you are attacking against them, you will need artillery for several missions. Lay smoke to block their small arms fire if you must advance over clear terrain. If it is dense terrain, pull back after you find their line, pound them for some time with the artillery, and then close with your small arms units to destroy them. In either case, lay counter-battery fire to keep their on-map artillery from harming your units.

If you are defending against them, once again keep their on-map artillery suppressed. If the terrain is dense, put some units out front to act as a screen. When you spot the Japanese, pull back your screen and lay down the artillery fire. Try to form your defensive line behind a clearing if possible. This allows you to drop your artillery further from your own units and allows your small arms units more time to fire at the Japanese before they are upon you.

As a final suggestion, keep your small arms ranges down to about 3 or 4. At greater ranges your units are not as effective. The computer, on the other hand, is aware of your position sooner and so has longer to bombard your units.

SCENARIO NOTES:

Pacific Scenarios

Scenario Name: ***KAKAZU RIDGE***

Date of Action: April 19, 1945
Map Size: 60 x 60
Visibility: 50
Axis Mission: Hold Objective
Allied Mission: Clear Objective
Game Length: 60 turns
Suggested Human Player: American

Historical Notes: Hidden in the rolling limestone hills of southern Okinawa was the first line of Japanese fortifications known as the Shuri Defense Line. Repeated American attacks failed to dislodge the entrenched Japanese troops. Finally, after massing 324 artillery pieces, the American launched a massive frontal assault across marshy terrain in an effort to overwhelm the fanatical defenders with sheer numbers and brute force.

Scenario Name: ***IWO JIMA***

Date of Action: February 19, 1945
Map Size: 60 x 60
Visibility: 60
Axis Mission: Engage

European Scenarios

Scenario Name: ***BOCAGE WALTZ***

Date of Action: June 1944
Map Size: 60 x 60
Visibility: 40
Axis Mission: Hold Objective
Allied Mission: Clear Objective
Game Length: 30
Suggested Human Player: American

Historical Notes: While breaking out of the Normandy beachhead, American armor and infantry teams encountered fierce resistance in the Bocage country of Brittany. Battling from hedgerow to hedgerow, the American advance slowed to a crawl as the point-blank fighting took a heavy toll on both the attackers and the skillfully emplaced defenders.

Scenario Name: ***OMAHA BEACH***

Date of Action: June 6, 1944
Map Size: 60 x 60
Visibility: 60
Axis Mission: Engage

Asian Scenarios

Scenario Name: ***KOHIMA***

Date of Action: April 1944
Map Size: 60 x 60
Visibility: 50
Axis Mission: Clear Objective
Allied Mission: Hold Objective
Game Length: 60
Suggested Human Player: British

Historical Notes: To forestall an impending British attack into Burma, the Japanese 15th army launched a pre-emptive assault into India at Imphal and Kohima in April of 1944. In order to cut north-south communications between Imphal and Assam, 15,000 Japanese stormed the road crossing at Kohima. With only 1,500 troops, some of dubious quality, Colonel Hugh Richards attempted to hang on to the vital communication center until a relief column could rescue his command.

Scenario Name: ***KAMPAR***

Date of Action: December 1944
Map Size: 60 x 60
Visibility: 50
Axis Mission: Engage

Allied Mission: Clear Objective
Game Length: 60
Suggested Human Player: American
Historical Notes: The 4th Marine division, on the eastern flank of the American beachhead, landed in front of the vital airfield number one. While under intense fire from pill-boxes and hidden gun pits, the 4th marines crawled forward to take the airstrip.

Allied Mission: Bypass
Game Length: 60
Suggested Human Player: Americans
Historical Notes: In the first hours of June 6, 1944, the U.S. Army, spearheaded by the 116th infantry assault regiment, landed at Omaha Beach. Within minutes their landing had turned into a confused disaster. One company lost all but three men to the withering German fire which swept the beach from steep cliffs just inshore.

Allied Mission: Hold Objective
Game Length: 30 turns
Suggested Human Player: British
Historical Notes: In an effort to keep the Japanese from capturing vital airfields in central Malaya, elements of the British 11th division were ordered to make a stand south of the Kampar River. Colonel Kanichi Okabe's 41st infantry regiment, supported by tanks, was given the task of clearing the British from their Kampar positions.

Scenario Name: ***PEIPER ON POINT***

Date of Action: December 1944
Map Size: 60 x 60
Visibility: 20
Axis Mission: Bypass
Allied Mission: Hold objective
Game Length: 30
Suggested Human Player: German
Historical Notes: Determined to slow the tide of advancing German army, improvised units drawn mainly from the U.S. 2nd armored division were ordered to delay the enemy van near Trois Points, Belgium. The Germans, desperately needing all their precious armor, slammed into the American defenses and suffered heavily.

TERRAIN EFFECTS CHARTS:
Pacific and Asia
Europe
North Africa

PACIFIC AND ASIA

#	Terrain Type	Level	Cover?	Movement Costs V	T	F
0	Clear	1	N	5	5	5
1-7	Road	1	N	3.5	2.5	4
8	Wood Bldg	1	Y	5	5	5
9	Stone Bldg	1	Y	20	NA	7.5
10	Forest	1	Y	20	60	10
11-16	Slope	2	N	7.5	10	6
17-18	Slope/Road	2	N	4	3.5	2
19	Rough	2	Y	20	60	10
20	High Grass	1	Y	5	10	7.5
21	Cliff	3	N	NA	NA	25
22	Depression	1	Y	20	60	10
23	Huts	1	Y	5	5	5
24	Clear	3	N	5	5	5
25-31	Road	3	N	3.5	2.5	4
32	Wood Bldg	3	Y	5	5	5
33	Stone Bldg	3	Y	20	NA	7.5

EUROPE

#	Terrain Type	Level	Cover?	Movement Costs V	T	F
0	Clear	1	N	5	5	5
1-7	Road	1	N	3.5	2.5	4
8-9	Stone Bldg	1	Y	20	NA	7.5
10	Forest	1	Y	20	60	10
11-16	Slope	2	N	7.5	10	6
17-18	Slope/Road	2	N	4	3.5	2
19	Rough	2	Y	20	60	10
20	Wheat	1	Y	5	10	7.5
21	Cliff	3	N	NA	NA	25
22	Depression	1	Y	20	60	10
23	Wood Bldg	1	Y	5	5	5
24	Clear	3	N	5	5	5
25-31	Road	3	N	3.5	2.5	4
32-33	Stone Bldg	3	Y	20	NA	7.5
34	Forest	3	Y	20	60	10
35	Rough	4	Y	20	60	10

34	Forest	3	Y	20	60	10
35	Rough	4	Y	20	60	10
36	Wheat	3	Y	5	10	7.5
37	Bldg Fire	1	Y	20	60	10
38	Depression	3	Y	20	60	10
39	Wood Bldg	3	Y	5	5	5
40	Swamp	0	Y	30	NA	15
41	Water	0	N	NA	NA	NA
42-47	River	0	N	NA	NA	25
48-49	Bridge	1	N	5	5	5
50	Coast/River	0	N	NA	NA	25
51	Coast	0	N	5	5	5
52	Coast/Beach	0	N	5	10	7.5
53	Beach	0	N	5	10	7.5
54	Vegetation Fire	1	Y	20	60	10
55	Rubble	1	Y	25	NA	10
56	Rubble	3	Y	25	NA	10
57	Dragon teeth	1	N	60	NA	5
58	Dragon teeth	2	N	60	NA	5
59	Dragon teeth	3	N	60	NA	5

36	Wheat	3	Y	5	10	7.5
37	Bldg Fire	1	Y	20	60	10
38	Depression	3	Y	20	60	10
39	Wood Bldg	3	Y	5	5	5
40	Swamp	0	Y	30	NA	15
41	Water	0	N	NA	NA	NA
42-47	River	0	N	NA	NA	25
48-49	Bridge	1	N	5	5	5
50	Coast/River	0	N	NA	NA	25
51	Coast	0	N	5	5	5
52	Coast/Beach	0	N	5	10	7.5
53	Beach	0	N	5	10	7.5
54	Vegetation Fire	1	Y	20	60	10
55	Rubble	1	Y	25	NA	10
56	Rubble	3	Y	25	NA	10
57	Dragon teeth	1	N	60	NA	5
58	Dragon teeth	2	N	60	NA	5
59	Dragon teeth	3	N	60	NA	5

continued...

TERRAIN EFFECTS CHARTS (CONTINUED)

NORTH AFRICA

#	Terrain Type	Level	Cover?	Movement Costs V	T	F
0	Clear	1	N	5	5	5
1-7	Road	1	N	3.5	2.5	4
8-9	Stone Bldg	1	Y	20	NA	7.5
10	Olive Trees	1	Y	20	60	10
11-16	Slope	2	N	7.5	10	6
17-18	Slope/Road	2	N	4	3.5	2
19	Rough	2	Y	20	60	10
20	Sand	1	Y	15	60	10
21	Impassible Sand	1	N	NA	NA	25
22	Depression	1	Y	20	60	10
23	Wood Bldg	1	Y	5	5	5
24	Clear	3	N	5	5	5
25-31	Road	3	N	3.5	2.5	4
32-33	Stone Bldg	3	Y	20	NA	7.5
34	Olive Trees	3	Y	20	60	10
35	Rough	4	Y	20	60	10

NOTES:

Number preceeding type is number used for placing terrain during the map build routines.

Level is the height level of the feature.

Cover indicates whether the feature does (Y) or does not (N) provide cover to units in that feature. All cover is soft except for stone buildings, which are hard cover.

Movement numbers are costs in miles per hour to enter square.

When the weather is snow or rain, add 2.5 to the cost to enter all terrain features. When the weather is snow, the cost to enter swamps is half of the normal cost.

V = All vehicles except trucks

T = Trucks

F = Foot and mobile gun (mortar) units

36	Sand	3	Y	15	60	10
37	Bldg Fire	1	Y	20	60	10
38	Depression	3	Y	20	60	10
39	Wood Bldg	3	Y	5	5	5
40	Oasis	0	Y	5	5	5
41	Water	0	N	NA	NA	NA
42-47	Escarpment	0	N	NA	NA	25
48-49	Escarpment	0	N	NA	NA	25
50	Coast	0	N	5	5	5
51	Coast	0	N	5	5	5
52	Coast	0	N	5	5	5
53	Unused					
54	Vegetation Fire	1	Y	20	60	10
55	Rubble	1	Y	25	NA	10
56	Rubble	3	Y	25	NA	10
57	Dragon teeth	1	N	60	NA	5
58	Dragon teeth	2	N	60	NA	5
59	Dragon teeth	3	N	60	NA	5

NOTES ON GRAPHICS:

There are some graphic shapes which you will see on the screen which may require some explanation. The shape that looks like two arrows facing each other is the conflict symbol, and is used whenever forces of both sides are in the same square. You will also note that heavy tanks have a "thicker" looking appearance than light tanks. (A tank with a silhouette size of 5 or more is considered heavy.)

Tank, vehicle, and anti-tank gun units can face any of the 8 possible directions, and hence have a different shape for each. Infantry and mortar units, while able to face any of the 8 directions, have only one symbol which is used for any facing.

Finally, to become familiar with the various terrain shapes, you will note that the number of each shape is given in the map build routine as the coursor is placed in the square of the feature. The best way to learn about the terrain for a given theatre is to choose to build a custom map, and then type in one square of each type of terrain.

MAP MENU:

(1-8) Move cursor.
(9) Display current score.
(0) View terrain only. All units are cleared from the screen so that the underlying terrain can be seen.
(A-S) Select unit. Press the formation letter followed by the unit number. That unit will become the current unit and you will be placed in the Unit Menu.
(U) Get unit at cursor position. The unit at the cursor location will become the current unit and you will be placed in the Unit Menu.
(V) View. All squares that can be seen from the cursor location will be inversed.
(W) View mission objective. All squares in the mission objective area will be inversed.
(X) Exit Orders Phase.
(Y) Inspect stack. The type of the next unit down in the stack will appear at the bottom of the Map Menu. It can then be accessed with the U key.
(Z) Toggle maps. The map changes to whichever (strategic or tactical) is not in use.
(/) The score is displayed and the game will end.
(*) Places all units on a side under computer control. In Deployment, this key Digs-in all units.

KEYS ACTIVE DURING COMBAT PHASE

(1) Decrease message delay 1 increment.
(9) Increase message delay 1 increment.
(O) Orders. Go to an Orders Phase at the end of the current Combat Phase.
(P) Toggle pause. When first hit, will stop the action; when hit again, will restart it.
(S) Toggle sound. Turns sound on and off.
(T) View terrain only. All units are cleared from the screen so that the underlying terrain can be seen.
(Z) Toggle maps. The map changes to whichever (strategic or tactical) is not in use.

QUESTIONS OR PROBLEMS: Our main business telephone number is (415) 964-1353. We also have a Technical Support Hotline number: (415) 964-1200, which you can call if you have problems with your disk or need a clarification of the game/rules. Both numbers can be called every workday, 9 to 5 Pacific Time.

STRATEGIC SIMULATIONS, INC.